

# Clown Robot Doctor Apocalypse

A fallout shelter megaplex dreamland hides under the jungle. Vines and foliage cover a pristine metal door that requires a key card for entrance. Within is an elevator tube. To get to the city, the visitor must pass through a dense tangle of stairs, catwalks, tubes, conveyors, ladders, pipes, wires, ducts, girders, and utility chambers.

One square on grid = 30'. The Conveyors and Escalators move 30' per round (10 seconds) in the indicated direction. The Tube Elevators operate via thoughts. A PC will arrive at a random connection until they figure out how to use it. It takes 10 seconds to arrive at any connection. Only one person can use a tube at a time.

## Map Key:

- Catwalk
- Ladder
- Stairs
- Conveyor
- | Tube Elevator
- ↗ Escalator

## "Why are we here?" d8

1. Convince them the war is over and it's safe to go outside.
2. Your supply of Spham has run out and you absolutely must find more.
3. Get some of that rare medicine to help with that rare disease you have.
4. Rescue Maxine and her dog named Treasure.
5. Get some ice. "Hold on...what is ice?" "Oh, when water gets very cold it turns hard like a rock. I suppose you've never before seen it in the jungle." "I *must* have this water rock!"
6. You've detected bizarre signals coming from within. Find that radio and take it or break it.
7. Get some rubber suits, because you're tired of wearing rags.
8. Retrieve a lost drone named Pepe.

## Random Encounters d6

- 1. Oppressive Constructive bots** perform an aggressive style of preventive maintenance that makes them quite dangerous to be around. They have eight suction legs, shoot hot oil, and weld and cut metal with ease.
- 2. Substantial Abuse bots** are thickly armored and able to enter the harshest places to perform repairs and knock heads. They wield two large hammers and move on tank tracks.
- 3. Ad Hoc Kill bots** have a human-like form and just wander around killing things at random, even other bots. There is a proven theory of systems integrity to justify their existence. They wield a variety of weapons such as samurai swords and laser pistols.
- 4. Sanitary Defense bots** continuously dust, mop, and sanitize... sometimes with violent aggression. They hover and attack with tiny precision vaporization lasers.
- 5. Health and Happiness Enforcers.** A faction of doctors and nurses that have come up from the city to operate a secret experiment lab. They are brutal in pursuit of quantifiable cheer among city folk and don't want anybody to escape.
- 6. Radio Clown Squad.** This faction seeks contact from the outside world and are planning an escape. They wear clown makeup and costumes as military uniforms, and quote catchy lyrics to inspire themselves and refute arguments.

## Locations

- 1. Air Ventilation Central:** Ride in the ventilation ducts. Arrive at? d8
  1. EATEN BY DUCT BUNNIES
  2. Water Recycling
  3. HaHa Procedure Room
  4. Radio Clown SETI
  5. Rubber Suit Factory
  6. End of the Moving Walkways
  7. Bot Garage
  8. Spham Factory

**2. Water Recycling:** Water in all its forms is processed here: clean, dirty, steam, water rocks, etc. The MUDWINKLE is here...an abominable cyclops of grey mud. It's large wet eye casts a dim beam of light. Normally it's used just for illumination, but can be used as a laser weapon once per day.

**3. HaHa Procedure Room:** The Health and Happiness Enforcers have built a secret procedure room here. Stadium seating, restraining tables, and powerful floodlights galore. Many rare medicines are here.

**4. Radio Clown SETI:** Clowns gather in this secret radio room to collect and analyze radio signals from the surface world. The radios here are better than any found in the Jungle World.

**5. Rubber Suit Factory:** Automated factory with human-shaped molds of all sizes dipping into vats of molten rubbery material of various color. It dries to form a snug but comfortable garment. City folk wear a new suit each day and the used ones are recycled here. There is an infestation of BETAFLIES here: man-sized glowing moths that shed radioactive dust, causing internal and external burns.

**6. End of the Moving Walkways:** Multiple conveyors converge into a garbage hold...a lair of TANK CRABS. Huge angry hermit crabs, but instead of shells, they live inside abandoned storage tanks and tubs. Maxine and Treasure are holed up in a large tank here.

**7. Bot Garage:** Where bots come to get repaired or retired. Grouchy tinker bots hoard over piles of broken bots and spare parts. Some bots are put together incorrectly, forming MUTANT BOTS. Pepe is here, decommissioned and all busted up.

**8. Spham Factory:** This large room has large vats of bubbling goo and several compaction silos of curious utility. It produces "special ham" to feed the city. This place is crawling with CRIGGITS: man-sized crickets that jump from the shadows and slash with wicked serrated legs.

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